

# **Alkahera**

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**Amstrad**

**3 escape pods**

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## ***Instructions for Play***

### ***Gameplan***

You have been charged by the Government Authorities to work for the Board of Trade, clearing space pirates from the vital intergalactic trade lanes. You have been allocated 3 escape pods in case you receive a hit on your craft or your overzealous flying leads to a reactor overload. An additional pod is given for each area of galaxy cleared. Prove yourself capable on your first mission and the authorities will reward you with an even more difficult area of space to clear and as you improve so the difficulty will increase. Go and give 'em hell.

### ***Features***

#### **3D Viewfinda:**

- Alien beings present – directional indicators glow red
- All clear – directional indicators glow green

Hyperblast (1, 2, 3): kills most aliens and charged by using 1, 2 or 3 key)

When indicated red on panel then can be activated using the appropriate key.

Once it has been used then cannot be recharged  
Front/Rear Shields – indicators show current strengths

Reactor Overload – avoid overloading – keep engine use to a minimum, fire with discretion, avoid being hit.

**Laser Fire SB** – Stand by

**ON** – on

**SD** – Shut down (when too hot to operate)

**Temperature Indicator** – visual indication when shut down approaches.

## ***How to Move***

### *Keyboard*

Left **Z**

Right **X**

Up **)**

Down **/**

Fire **Return** or Joystick

Release escape rod **esc**

Accelerate **space** Decelerate **control**

Freeze/Unfreeze **F** Rerun game **R**


## ***How to Score***

**Blast your way and you'll soon be rewarded.**

## ***How to Load***

Press Shift and Ctrl keys together.

Press **Shift** and **Ctrl** keys together.



REACTOR  
LOADING  
HIGH



VIEWFINDER



LASER

58

ON

50

TEMP

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RL

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SHIELDS

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